Metropolismania

INSTRUCTION MANUAL

TEEN
T
CONTENT RATED BY
ESRB

NATSUME®

Serious Fun™

IMPORTANT WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lintfree, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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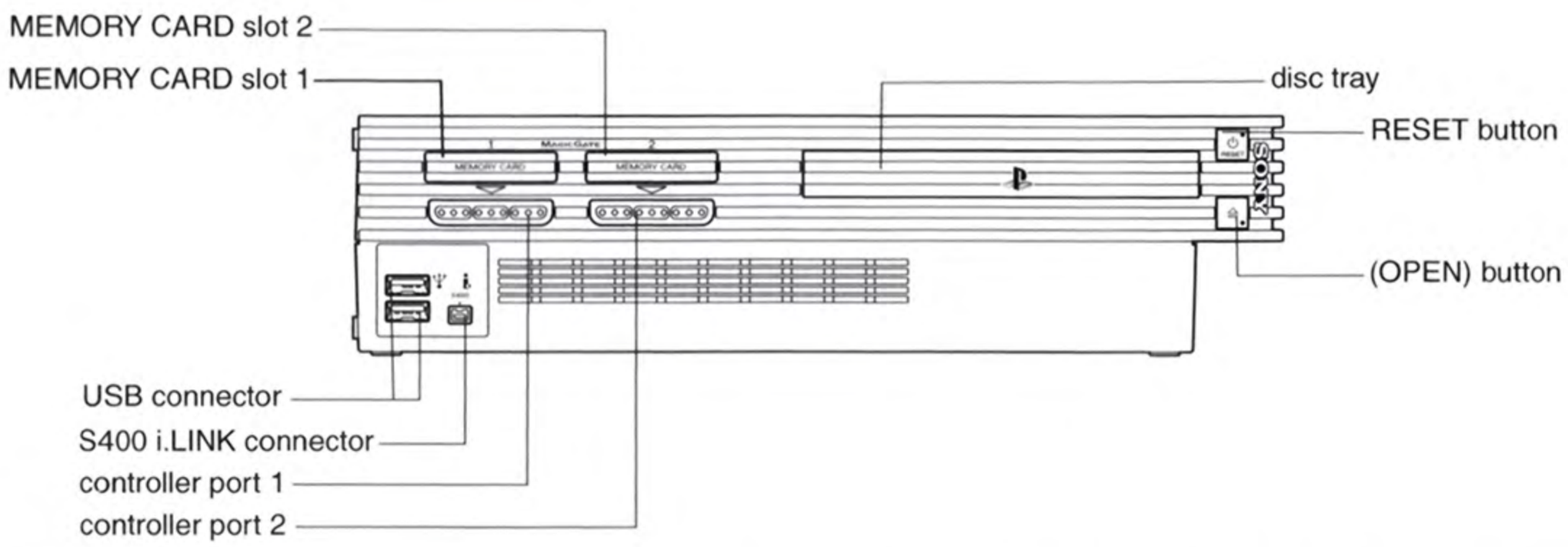
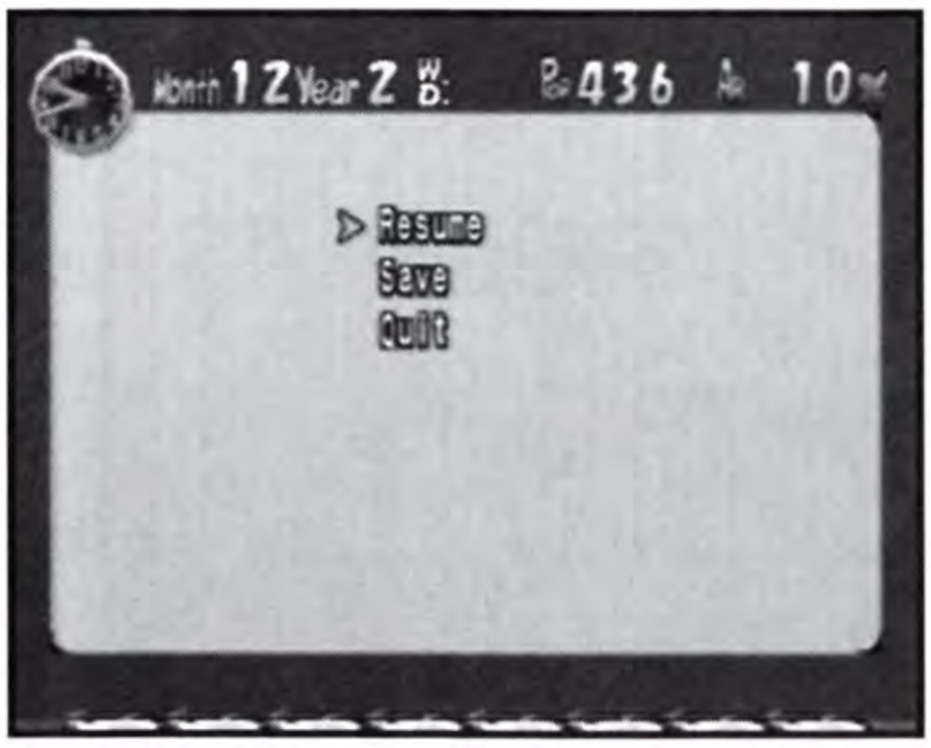
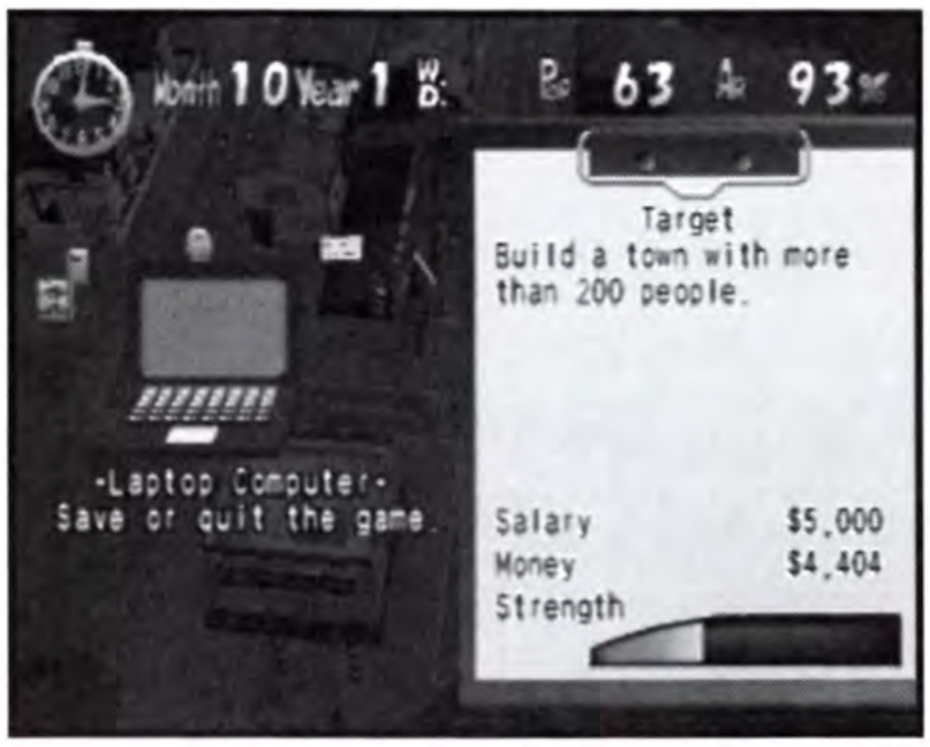
SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Metropolismania disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

SAVING & LOADING A GAME





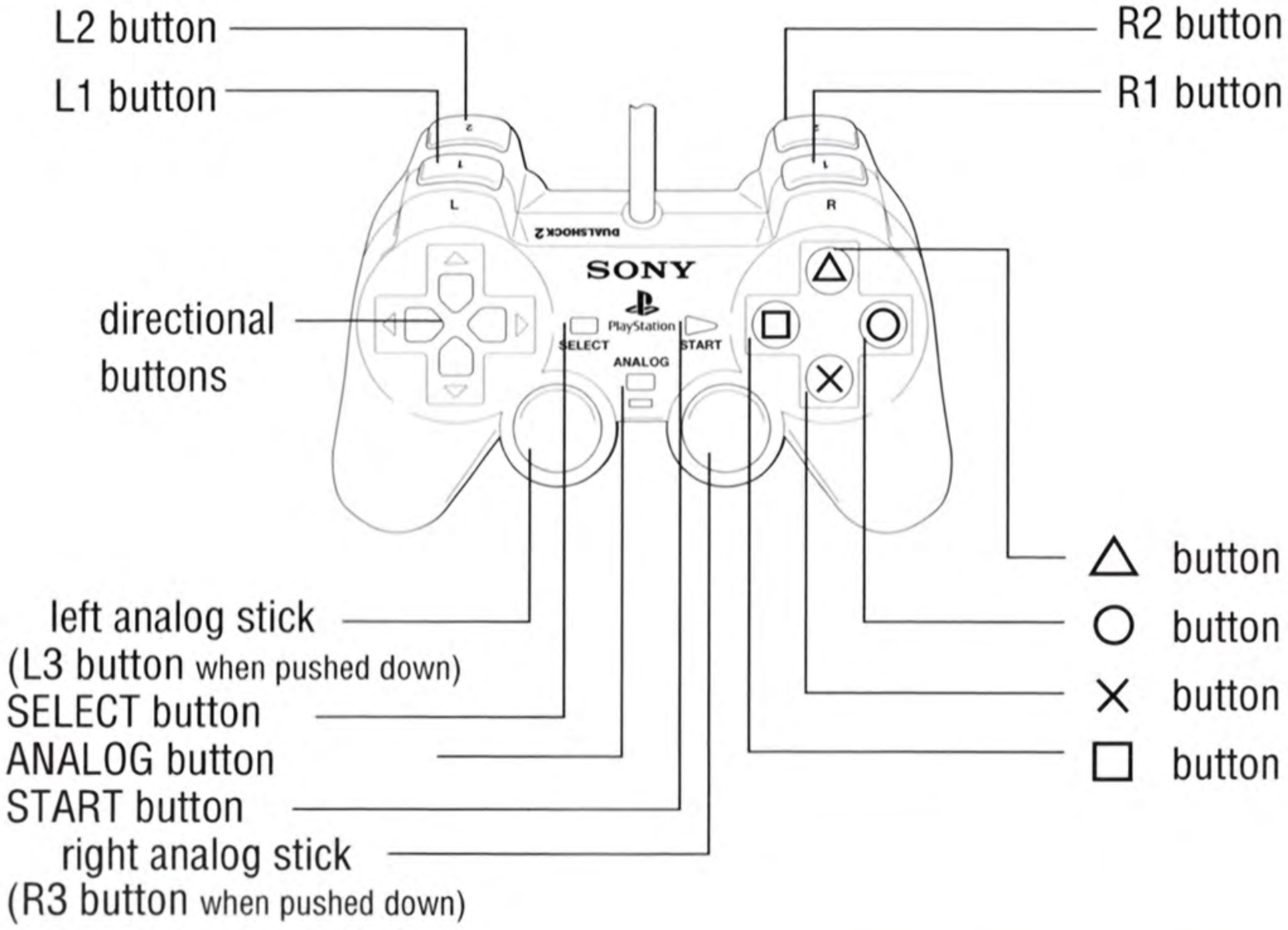
To save your progress, press the □ button to pause the game. Select the Laptop Computer icon and press the X button to open the save menu or you can press the Select button during game play to access the save menu. You can load your saved game data at the game title screen.

memory card (8MB)(for PlayStation®2)

A METROPOLISMANIA MEMORY FILE REQUIRES 1006 KB OF SPACE. IF YOU WANT TO SAVE MORE THAN ONE METROPOLISMANIA GAME, YOU'LL NEED TO SELECT A DIFFERENT FILE SLOT.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

MOVE METROPOLISMAKER Forward, backward, left or right	LEFT ANALOG STICK OR DIRECTIONAL BUTTON
MOVE METROPOLISMAKER Forward, Backward Strafe Left and Right.	RIGHT ANALOG STICK
SHIFT VIEW PERSPECTIVE UP	L1 AND R1 BUTTON
SHIFT VIEW PERSPECTIVE DOWN	L2 AND R2 BUTTON
JUMP BUTTON	TRIANGLE BUTTON
POP-UP MENU	CIRCLE BUTTON
CONFIRM/ENTER COMMAND	X BUTTON
SETUP AND ITEMS	SQUARE BUTTON
PAUSE AND SAVE	SELECT BUTTON
NOT USED	START BUTTON

INTRODUCTION

There are plenty of urban planners in the world, but there's only one Metropolismaker! You're an artist who combines steel, concrete and friendships to create the most exciting and vibrant places to live on the planet!

Build new roads and construction

Meet your new citizens

Resolve citizens complaints

Accomplish your stage objectives

METROPOLISMAKER

Anybody can live in an ordinary city, but these days people expect more from urban living, which is why you're a Metropolismaker! You plan and design special communities where everyone wants to live. Check out your job perks:

Starting Money

Entry-level Metropolismakers start out with $5000. You'll spend this money on food, special equipment and a special gift or two for deserving citizens. Remember that it takes money to make money!

Salary Reviews

You can earn more money at your salary review. Salary increases are based on the influx of new residents, the total complaints solved and how many people left your town during your review period.

Strength Meter

All that planning and walking around consumes energy. Check your strength meter on the status screen and eat food whenever you feel like you're slowing down.

AH, WILDERNESS! EACH CITY ASSIGNMENT BEGINS IN OPEN SECTIONS OF GRASS, MARSH OR WOODLAND. LOOK AROUND CAREFULLY BEFORE YOU START CHALKING ROADS AND ZONING FUTURE PLOTS OF LAND.

Standard Equipment

Yellow Uniform

IT'S NOT EXACTLY CUTTING-EDGE DESIGNER FASHION, BUT NO CITIZEN WILL MISTAKE YOU FOR ANYBODY ELSE IN YOUR CITY!

Cellphone

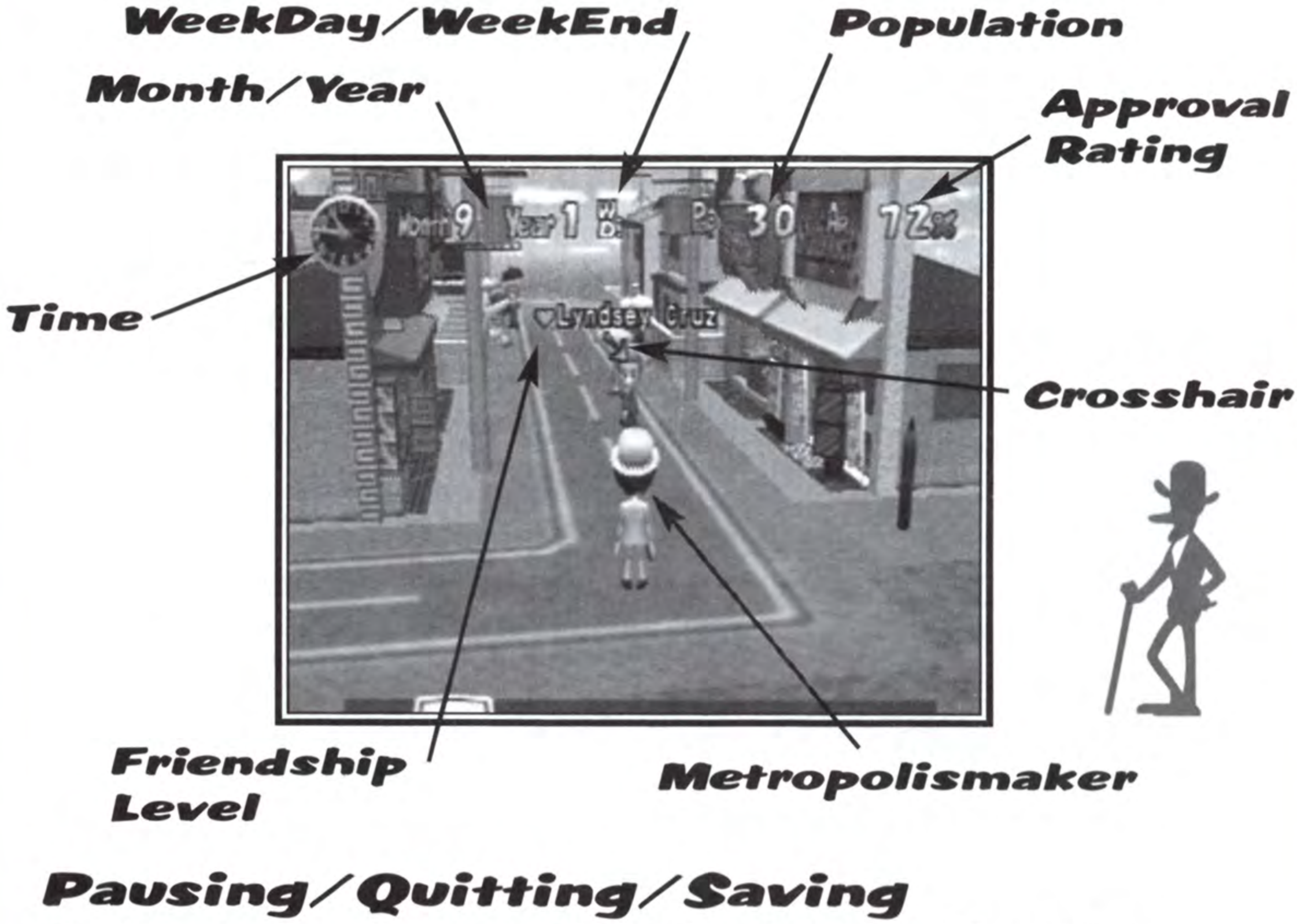
USE YOUR CELLPHONE TO TALK TO YOUR BOSS AND RESIDENTS. IT'S ALSO THE GAME ICON FOR FACE-TO-FACE CONVERSATIONS.

Magic Chalk

SURVEY NEW ROADS THROUGH TOWN WITH THIS STICK OF CHALK. ALL URBAN DWELLERS AND BUSINESSES NEED STREET ACCESS.

THE GAME SCREEN

No matter where you go, you'll find everything you need to know about city progress at the top of the game screen. Here's a description of the functions:



Pausing/Quitting/Saving

During game play, press the □ button, to pull up the game status screen and select the laptop computer icon to save your game or quit. You can also press the Select Button during game play to access the save menu.

Population

The population number is the total amount of people living and working in your town. Watch it closely. A low approval rating will eventually decrease your population.

Approval Rating

Your approval rating indicates how popular you are with your residents. You can increase this total up to 120% by making more friends and by solving complaints.

Color Coding

Flashing buildings and application cards are color coded to identify services or specific needs. Residential housing is light green. Businesses and factories are bright blue. Hospitals and schools are various shades of brown.

YOUR INVENTORY

Quick Select Circle Button

Press and hold the Circle ○ Button during game play to activate a special quick-access menu. Utilize this shortcut to activate important game functions without wasting precious seconds scrolling through game menus.

Cellphone

Use the cellphone icon to talk to people across town or across the street. All residents know your phone number, but you can choose to ignore calls if you know why they're calling.

Chalk

Scratch out new streets with the chalk icon. It's a good idea to create compact blocks with access to all businesses and residences.

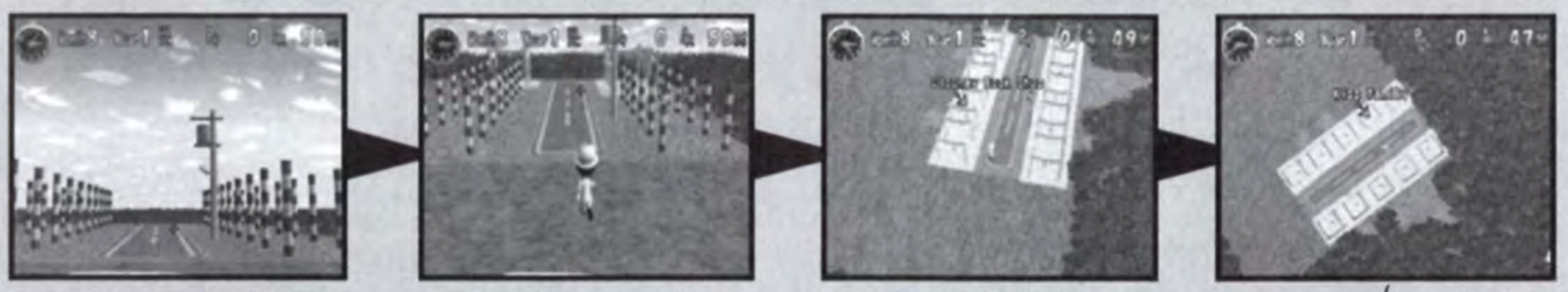
Shopping Bag

Your roomy shopping bag can hold up to four items without weighing you down. Store any purchased gifts or items here until you need them.

Town Pages

The Town Pages contain a listing of the phone numbers for your friends and best friends everywhere—even the ones living in other cities!

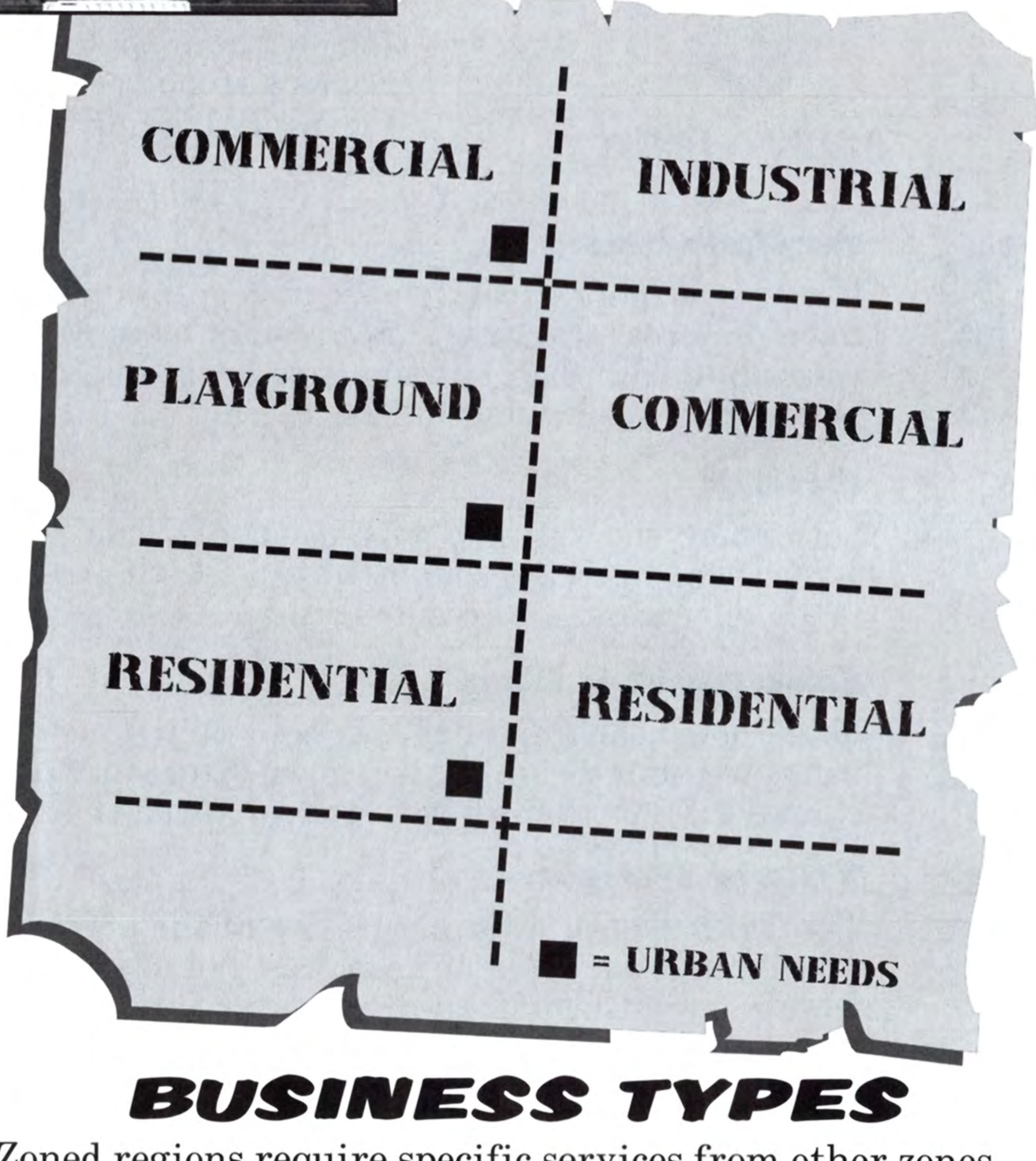
Choose Your Perspective!



L1 + R1 BUTTONS = ELEVATE PERSPECTIVE
L2 +R2 BUTTONS = LOWER PERSPECTIVE

BUILDING TOWNS

As you plan your city, try to imagine living there as a citizen. Where will you work? Where will your kids play? How far will you need to travel to receive medical attention? Well thought out designs make it easier for you to quickly fulfill your stage objectives.



BUSINESS TYPES

Zoned regions require specific services from other zones. For example, factories and businesses need gas stations. It's up to you to arrange everything so everyone is happy.

RESIDENTIAL ZONES
COMMERCIAL ZONES
INDUSTRIAL ZONES
POLICE
HOSPITALS
GAS STATIONS
PLACES FOR FAMILIES
PLACES FOR ADULTS

APPLICATION FORMS

Application forms represent people moving to your city. You can either assign them a lot or allow them to find their own plot for their house or business.

NAME: J.R. GRAY **AGE:** 52

RES: 2 **DATE:** MONTH 11/YEAR 2

SUBJECT: INSURANCE CO. (BLDG.)

TYPE: OFFICE **SIZE:** 2M

STATUS

APP. | PROCESS | BUILD | FINISH

Applications

You start the stage with a handful of applications. If your popularity surges to 120%, strangers will call you and submit their applications over the phone.

Referrals

As you become acquainted with citizens, they'll offer to introduce people who want to move to your town. Keep these well-connected folks as your best friends.

CONSTRUCTION

Some applications are for buildings and others are for units. You can stack up to three units in one location, which saves significant space and increases your population.

Zoning

PLAN YOUR BLOCKS CAREFULLY. NOBODY WANTS TO SLEEP WITHIN FIVE SPACES OF A NOISY FACTORY. CREATE BALANCED NEIGHBORHOODS WITH SHOPS AND PLAYGROUNDS.

Construction

NEW RESIDENTS WON'T MOVE IN UNTIL CONSTRUCTION IS COMPLETE, BUT CITIZENS REQUESTING CERTAIN SERVICES WILL APPLAUD YOU WHEN THEY SEE SURVEY STAKES.

MAKE FRIENDS

Before you can build a large town, you'll need to make friends. There are five levels of friendship: Stranger, Know the Face, Acquaintance, Friend and Best Friend.

Month 9 Year 1 W.D. Pg 30 Ag 72%
Deidra Abe
(Age:25)
Nice and mellow girl
Met today.
We meet again.
My hobby is make money with gambling.

MATCHING APPROPRIATE CONVERSATION TOPICS WITH INTERESTS MAKES IT EASY TO BUILD LASTING FRIENDSHIPS. FRIENDS AND BEST FRIENDS MAY EVEN FOLLOW YOU TO NEW CITIES!

Know the Face

Acquaintance

Friend

Best Friend

Read the descriptions of each citizen carefully for clues about their interests. Note their age, marital status, demeanor and any unusual personality traits.

MEET & GREET

Once you've established a rapport with your residents, develop a routine for social visits. Acquaintances and friends often know people who want to move to your town.

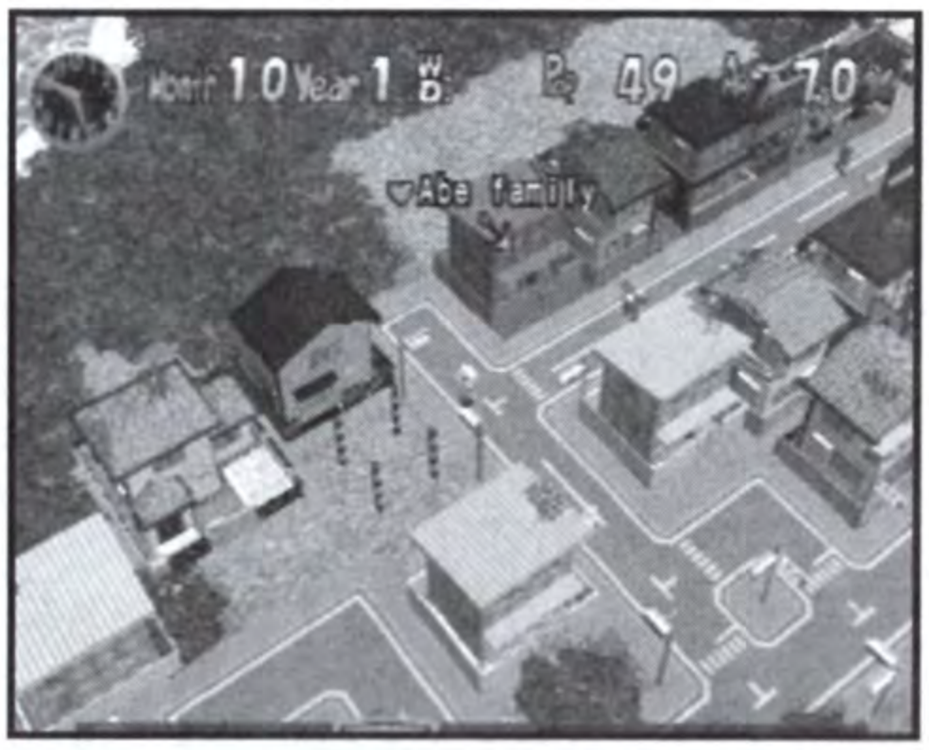
NEW ACQUAINTANCES ARE IMPORTANT BECAUSE THEY CAN INTRODUCE NEW FRIENDS AND SOLVE PROBLEMS. TURNING DOWN INTRODUCTIONS CAN HURT FRIENDSHIPS TOO.

Month 9 Year 1 W.D. Pg 30 Ag 72%
Rey Lopez
(Age:53)
lend
Workaholic
middle-aged man
Met today.
something from me?
I want to complain! It's hard to work away from your family. Is that right?

AS YOUR ACQUAINTANCES DEVELOP INTO FRIENDSHIPS, RESIDENTS MAY INTRODUCE YOU TO NEW TOPICS OF CONVERSATION THAT YOU CAN SHARE WITH OTHER CITIZENS.

SOLVE PROBLEMS

As your city grows you'll spot flashing buildings. These trouble spots indicate people with concerns. Solve their problems and your popularity and reputation will grow.



To the Flash in a Dash!

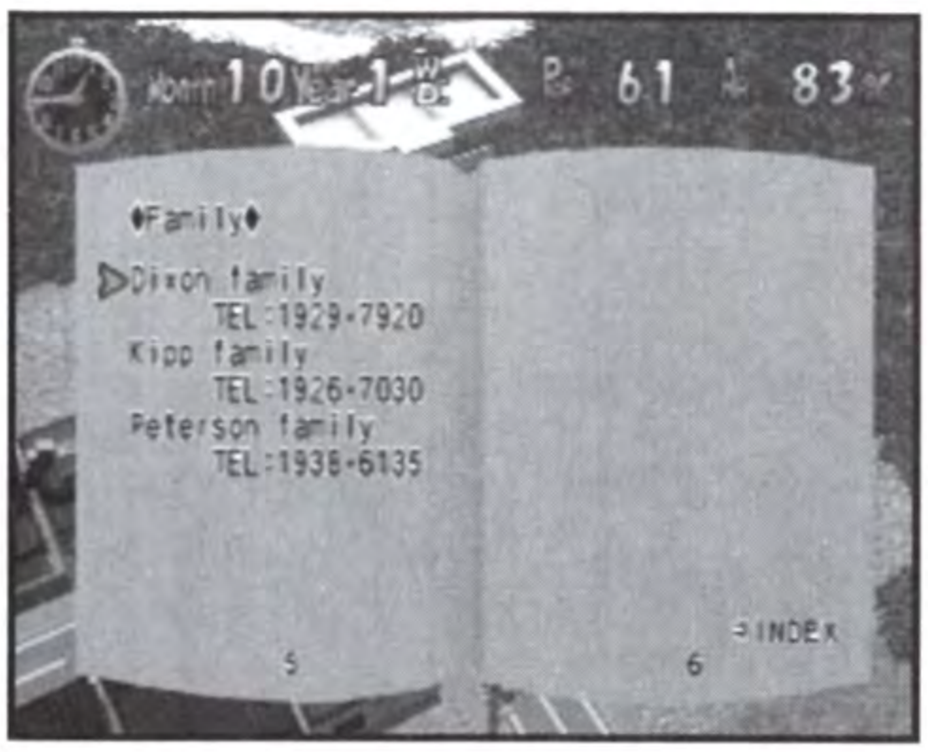
FLASHING BUILDINGS REPRESENT UNHAPPY CITIZENS. THE COLOR OF THE FLASH OFTEN HINTS AT WHAT THEY NEED. FOR INSTANCE, A LIGHT GREEN COLOR USUALLY MEANS THAT THE INHABITANTS WANT MORE HOUSING, BUT TALK TO THEM TO FIND OUT FOR SURE.

Offer Your Services

CITIZENS HAVE SEVERAL LEVELS OF ANGER. ANNOYED RESIDENTS MAY ENGAGE YOU IN SMALL TALK BEFORE DIVULGING THEIR ISSUES. KEEP TALKING TO THEM UNTIL THEY SPILL THE BEANS. THE RED-FACED FURIOUS FOLKS ARE THE LEAST TALKATIVE OF ALL.

Help from your Friends

ONCE YOU'VE DETERMINED THE PROBLEM (HOPEFULLY YOU PURCHASED A MEMO PAD) TALK TO ACQUAINTANCES AND FRIENDS TO SEE IF THEY KNOW SOMEONE WHO CAN RESOLVE THE ISSUE. FRIENDLY SCHOOLS, HOSPITALS AND STORES ARE EXCELLENT RESOURCES.

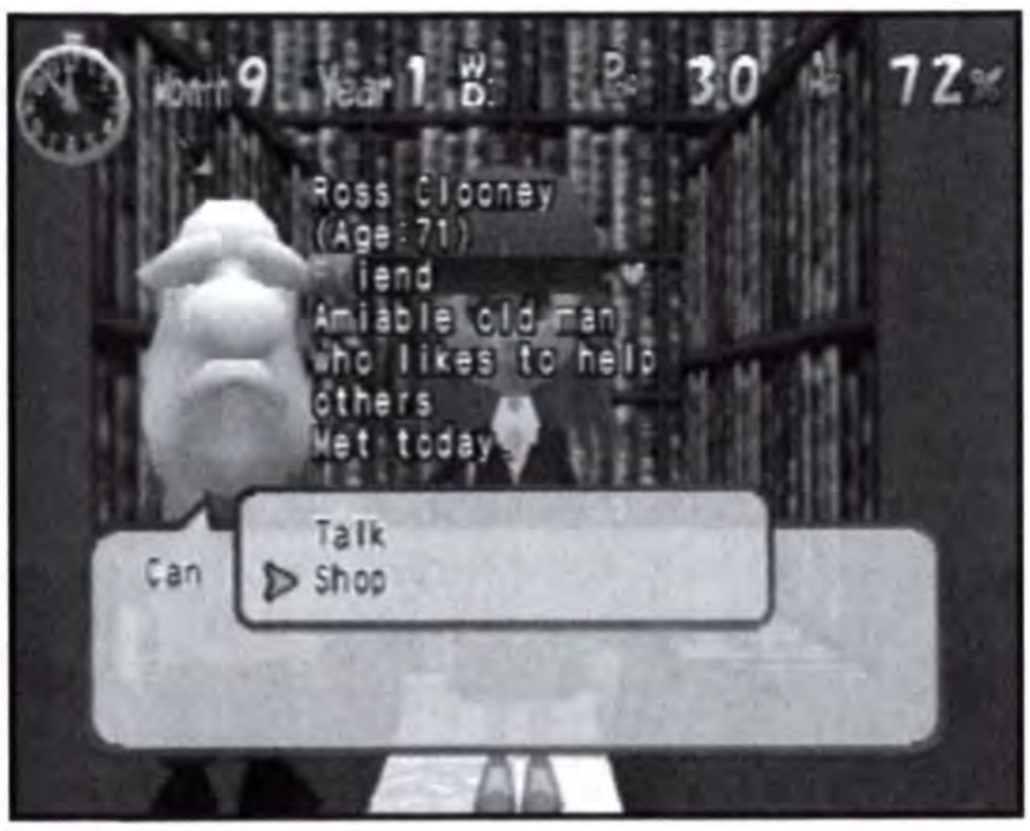


Use the Town Pages

ANGRY AND IRRITATED FOLKS HATE DELAYS, SO IT'S IMPORTANT TO SOLVE EVERYONE'S PROBLEMS IN A TIMELY FASHION. NOTHING WASTES MORE TIME THAN TROTTING ALL OVER TOWN, SO CONTACT YOUR FRIENDS AND ACQUAINTANCES USING THE TOWN PAGES.

HELPFUL ITEMS

Your boss was generous about issuing you your cellphone, chalk and snazzy yellow suit, but you'll need to buy some important stuff if you want to succeed in the world.



AS YOU ENTER A STORE, YOU'LL BE ASKED IF YOU WANT TO SHOP OR TALK. KEEP IN MIND THAT YOU CANNOT MAKE PURCHASES FROM A STORE OR BUSINESS OVER THE PHONE.

UNIQUE OR SPECIAL ITEMS DISAPPEAR FROM STORES ONCE YOU BUY THEM. YOU ONLY NEED ONE COPY OF THE TOWN PAGES TO COMPLETE ALL OF THE STAGES IN THE ENTIRE GAME.

Shopping Bag

You can carry up to four items in your Shopping Bag. Use it for toting around gifts that you want to give to your favorite citizens.

Memo Pad

Purchase a Memo Pad from a stationary store and record resident complaints so you won't forget important issues and make folks angry.

Town Pages

Using the Town Pages is the fastest way to resolve complaints. You must be friends with most citizens before they'll give you their number.

Car Navigation System

When activated, the Car Navigation System provides a mini map of your city. Buy it at an Electrician's Store as soon as you can afford it.

WISE PURCHASES

As your city grows you'll find stores stocked with new wares. Some items are gifts for winning over friends. Others include landscaping items that will improve scenery.

Gift Giving

GIVING GIFTS WILL CREATE NEW FRIENDS, BUT YOU NEED TO CHOOSE YOUR PRESENTS CAREFULLY. MOMS LIKE FRESH PRODUCE, BUT THEY HAVE LITTLE INTEREST IN COMIC BOOKS.

Games and Magazines

Certain items appeal to specific age groups. Senior citizens have little use for video games, but to kids it's nothing less than bliss.

Food

Depending on where you decide to shop, you can give the gift of food or you can eat it to replenish a portion of your lost stamina.

Flowers and Shrubbery

Tile shops specialize in creating designer touches that help beautify your burg. Use these components to fill in useless dirt patches.

Farm Tools & Other Needs

Some citizens have special needs. Most factories require gas stations. Farmers need a place to buy or repair their agricultural tools.

Build Your Own House!

If a real estate office opens shop in your town, you can build as much house as you can afford. All orders must be made in person.

CITIZEN TYPES

People love to talk. Every inhabitant in your growing metropolis has a specific hobby or interest that they may or may not share with you during conversations. The following topic tips can help you open conversations and gain trust quicker than casual guessing.

Children/Little Kids

These cute little tykes have little to say and know few folks other than mom and dad. Don't waste your time asking them to help introduce a big company to your town.

Helpful Hint Woman

Helpful Hint Men and Women have few interests aside from telling you how to play or how to use certain game features. Choose conversation topics that suit their ages.

Businessman

Businessmen typically fall into two categories: Workaholics and Commercial types. Workaholics talk about work. Commercial types prefer to party and have a good time.

Elderly Man (Senior)

It takes listening skills to become best friends with senior citizens. They often like strict discipline topics and prefer inviting other senior folk to live in your town.

Middle-Aged Woman

These women are often the best resources for solving complaints. They like discussing topics relating to gossip, children's birthdays or learning about new subjects.

CITIZEN TYPES

Riddle Guy

Spell the correct answer to the Riddle Guy's riddle and you'll become fast friends. The one or two-word answers to these riddles often range from tricky puns to tough trivia.

Heavy Make-Up Girl

Heavy-Make-Up Girls' interests depend on their age, but almost all of them like to relieve stress by shopping. Others are known to croon at karaoke events around town.

Teenager

Teenagers like weekly comics, although the older ones will often discuss exam study topics with you. They're always open to receiving gifts—especially video games!

Nerd Guy

Nerd Guys are challenging to engage, although the workaholics will discuss work quite a bit. These guys often network with ambitious business folk in other towns.

Old Kimono Woman

The Old Kimono Woman is always congenial, but it's difficult to identify her interests. Sometimes you can win her over with a gift, provided that it's something she'll like.

There are Other Folks, too...

As you progress through Metropolismania, you'll encounter citizens ranging from down-to-earth to other-worldly. All of them have special interests. Identify their needs and you'll make friends everywhere you go.

RESIGNATION

After you've met the requirements for all of your city goals, your boss will give you a resignation letter. Signing the resignation letter means that you're ready to move on to better challenges. Be sure to resolve all complaints before you sign on the dotted line.

SPECIAL EVENTS

Metropolismania isn't just about meeting specific goals or answering complaints—you'll also encounter mysteries involving thieves and smugglers. There's even a megalomaniac cult leader who is out to convert all of your citizens in your town and turn everyone against you!

GAMEPLAY HINTS

Your fellow citizens can solve almost any problem you encounter in the game, provided that you've spent time cultivating important friendships. Here are a few extra winning tips to help you build toward your goals:

PRIOR TO MEETING YOUR GOALS IN THE FIRST STAGE, TRY TO ADD AS MANY PHONE NUMBERS TO YOUR TOWN PAGES AS POSSIBLE. IT WILL HELP YOU IN FUTURE STAGES!

BUY THE MEMO PAD AT THE STATIONERY STORE AS SOON AS POSSIBLE SO YOU CAN KEEP TRACK OF EVERYONE'S COMPLAINTS.

THE CAR NAVIGATION SYSTEM IS EXPENSIVE, BUT IT WILL HELP YOU SPOT TROUBLED RESIDENTS AND KEEP YOU FROM WANDERING AIMLESSLY ALL OVER TOWN.

DON'T TAKE ON TOO MANY COMPLAINTS AT ONCE OR YOU'LL BE BOGGED DOWN WITH ANGRY CITIZENS! PACE YOURSELF AND USE YOUR TOWN PAGES TO CALL FRIENDS WHO HAVE THE SOLUTIONS.

BUILDINGS THAT FLASH FASTER THAN OTHERS REQUIRE URGENT ATTENTION! THE FASTER THE BUILDING FLASHES, THE SOONER THE RESIDENTS ARE PACKING THEIR BAGS TO LEAVE TOWN.

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